CAPSTONE NOTECARD

What EQ did you use for your Capstone Project?	How do stories centered around unfavorable circumstances highlight the human capacity for tenacity?
What is your Capstone EQ answer [in a 1-2 academic sentences]?	Stories often replicate the real life struggles we go through in our day to day lives, with fictional characters to represent how humans grow and evolve as they experience life. The presence of difficult circumstances in the books and movies we consume today mirrors our past horror stories on a larger scale and demonstrates the miraculous ways that humans manage to use the limited tools available to them in order to overcome adversity.
If you had to give your Capstone Project/visual a richly symbolic or metaphorical title, what would it be and why?	<Exceeding Human Potential (TENACITY)> This title compasses how difficult circumstances shape a person and their perspective on life. Through facing trials and tribulations, humans can unlock and discover a side of themselves that is their inherent "human potential" of patience, kindness, and emotional maturity.
How did you come up with your visual idea?	I came up with the visual idea of a board game because I thought it would be interesting to represent my idea about stories in a physical and interactive form. By playing the game and experiencing its hardships as characters firsthand, audiences can more easily understand and digest the answer to my essential question.
How does this *visual* express the central answer to your EQ—as based on 5-6 texts?	The board game draws from all six of my sources with characters as player pieces and obstacles mirrored in the stories. As the players move around through the game, they encounter the same difficulties and unfavorable circumstances as the characters in the stories did, and even experience a similar type of growth and development through multiple setbacks integrated in the gameplay.
Accurately self-assess [*refer to rubric on page 2*]: How do you feel like your visual turned out? Why?	I am pretty proud of how my board game turned out, especially given the relatively tight deadline on the project. I feel like my product is a fun, interactive way to engage audiences about the concept of stories and the gameplay really emphasizes my EQ question and answer.